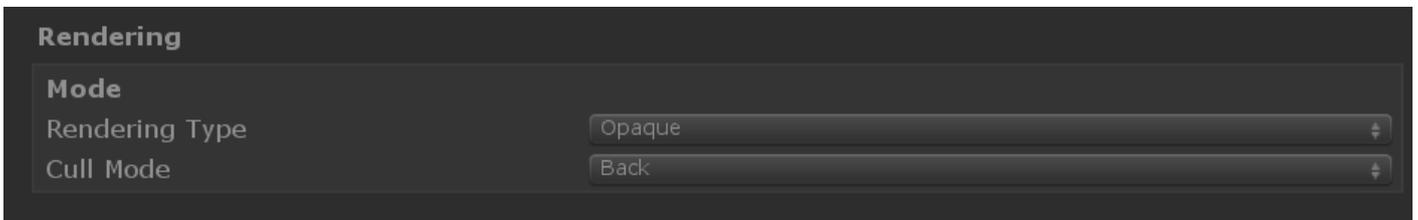


VRM/MToon

## Rendering



Rendering Inspector( )

Rendering Cull Mode( )

### (RENDERING TYPE)

- (Opaque)
  - Opaque
- (Cutout)





- WorldCoordinates[8]
  - [16]
- ScreenCoordinates[8]
  - [16]

## Width[4]

[16]

## Color Mode[5]

- FixedColor[5]
  - [8]
- MixedLighting[5]
  - [16]

## Color[4]

[8]

## Color Lighting Mix[6]

[Color Mode(2) MixedLighting(4)] [16]

Revision #5

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